

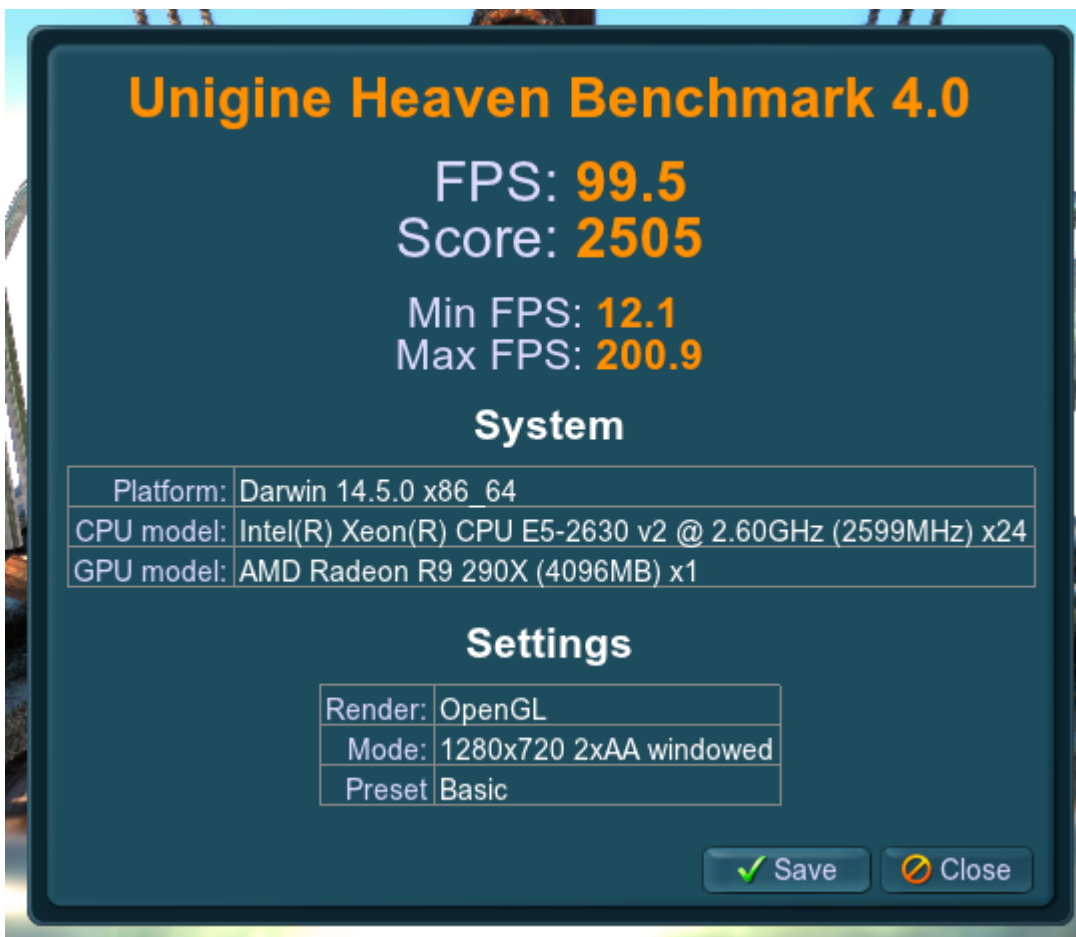
Erledigt

Benchmark Test Thread

Beitrag von „Werner_01“ vom 28. März 2016, 16:05

Moin,

ich habe das mit meiner Bastelkiste auch mal probiert.
Folgendes kam dabei heraus:



The image shows a screenshot of the Unigine Heaven Benchmark 4.0 results window. The window has a dark blue background with orange and white text. At the top, it says 'Unigine Heaven Benchmark 4.0'. Below that, the main results are displayed: FPS: 99.5, Score: 2505, Min FPS: 12.1, and Max FPS: 200.9. There are two sections: 'System' and 'Settings'. The 'System' section contains a table with three rows: Platform: Darwin 14.5.0 x86 64, CPU model: Intel(R) Xeon(R) CPU E5-2630 v2 @ 2.60GHz (2599MHz) x24, and GPU model: AMD Radeon R9 290X (4096MB) x1. The 'Settings' section contains a table with three rows: Render: OpenGL, Mode: 1280x720 2xAA windowed, and Preset: Basic. At the bottom right, there are two buttons: 'Save' with a green checkmark icon and 'Close' with a red 'X' icon.

Unigine Heaven Benchmark 4.0

FPS: **99.5**
Score: **2505**
Min FPS: **12.1**
Max FPS: **200.9**

System

Platform:	Darwin 14.5.0 x86 64
CPU model:	Intel(R) Xeon(R) CPU E5-2630 v2 @ 2.60GHz (2599MHz) x24
GPU model:	AMD Radeon R9 290X (4096MB) x1

Settings

Render:	OpenGL
Mode:	1280x720 2xAA windowed
Preset:	Basic

Save Close

und:



... wobei die ganze Treibergeschichte für die Grafikkarte eine reine Bastelei ist mit Patch für zwei Monitore. Framebuffer ist Baladi.

Viele Grüße
Werner